



Morningtide™

Player's Guide

MAGIC
The Gathering®

A New Dawn

Lorwyn is an idyllic plane where tribes band together for the betterment of their own kind and, occasionally, make uneasy alliances with others. The *Morningtide*™ set revisits both the utopian setting and the tribal themes introduced in the *Lorwyn*™ set, but it pushes their boundaries in exciting new directions.

Head of the Class

Frequently, a **Magic**™ creature will have two creature types on its type line. The first is its race, such as Elf or Merfolk. The second, if it has one, is its class. This is the creature's role in society, such as Wizard or Assassin.

Cards in the *Lorwyn* set focused exclusively on creatures' races. As a result, the set featured Merfolk cards that cared about Merfolk, Goblin cards that cared about Goblins, and, every once in a while, cards of one race that cared about cards of another race (in either a friendly or hostile way).

The *Morningtide* set opens things up. It contains more “race matters” cards, of course, so you'll find new goodies for your Merfolk or Goblin decks. But it also focuses on classes. You'll discover cards that help your Soldiers or pump up your Archers. These might fit into your existing decks—many Kithkin are Soldiers, for example—or they might inspire brand-new decks!



We Are Family

But *Morningtide* cards don't stop there. This set strives to make you think differently about tribal-themed decks . . . and to make those decks more versatile and more varied. Why should all Elf decks look the same?

For starters, each creature in the Banneret cycle cares about a race *and* a class, and makes all your spells of those creature

types cheaper to play. Stonybrook Banneret is just as at home in a Merfolk deck as it is in a Wizard deck, or even a mix of the two.

Kinship abilities reward you for playing a tribally consistent deck. Kinship cards check if the card on top of your library shares a creature type with the card that has the kinship ability, but none of them cares what that creature type actually is.

Finally, a number of *Morningtide* cards let you customize your tribal decks by choosing the creature type that they care about!

On the Prowl

Since *Morningtide* cards take an unprecedented in-depth look at how classes behave, their similarities come to the forefront. It should be no surprise that Soldiers are good at combat, Archers can pick off flying creatures, and Assassins are skilled at certain unspeakable acts. But what do Rogues do? It turns out they prowl.

Just as the evoke ability reflects the volatile nature of an Elemental, the prowl ability captures the shady character of a Rogue. If one of your creatures manages to sneak behind enemy lines and deal combat damage to an opponent, then for the rest of the turn any prowl cards you play that share a creature type with it either come at a discount, provide a bonus effect, or both. Now that's some highly suspicious behavior!

Of course, there's more to discover, from the instant boost of the reinforce ability to new twists on cards with clash and evoke. So whether you're a Wizard or a Warrior, a Shaman or a Soldier, you'll find a bright new world of possibilities within the *Morningtide* set.



Destinies Realized



Illus. Eric Fortune

In an idyllic world of eternal midsummer, the elf warrior Rhys feels a sense of foreboding he can't explain.

The enigmatic Colfenor, the last yew treefolk in Lorwyn, charged Rhys with a quest to plant the treefolk's seedcone in a distant grove. Rhys complied, but to his surprise, a feminine sapling grew almost immediately from the seedcone. The sapling holds all of Colfenor's memories and seems to know even more than her predecessor did about the oncoming Aurora event.

Meanwhile, Rhys's past is catching up to him. The blast of shadowy magic that sheared off his horns found him in violation of elvish law: his disfigurement makes him an eyeblight, and his involvement in the deadly blast makes him a murderer. An entire pack of trained elvish hunters now pursues him to carry out his death sentence. Holding the Hemlock Pack's reins is Eidren, an imperious elf with his own blood debt to repay.

Rhys flees his pursuers alongside a troop of companions who have their own personal quests to fulfill before the coming of the Aurora. The flamekin Ashling endures repeated visions of a fiery elemental entity rumbling through her head like a herd of fire-steeds. She seeks to understand her connection to that greater elemental power in order to unlock her fiery destiny.

Illus. Steve Prescott

The elf Maralen pursues her own ends—and secretly, those of the most powerful being on the plane—through her trio of faerie attendants, the Vendilion clique. The fate of Rhys's allies will depend on Maralen's struggle for agency against the Queen of the Fae and on the loyalties of the mischievous faeries under her thrall.

Illus. Mark Zug



The kithkin archer Brigid, the hero of Kinsbaile, endeavors to redeem herself for past betrayals. She will risk everything, even venturing down into the murky world of the merrow river system, in order to earn the trust of her friends again.

And the sapling who grew from Colfenor's seedcone, whose fundamental nature is the greatest mystery of all, will endeavor to complete the old treefolk's mission. She'll call on her hidden knowledge of what the Aurora might bring to guide her to a shocking end.

Rhys and his allies are low on answers and on time. Their best hope may be to find and communicate with the giant Rosheen Meanderer. Could Rosheen's mad ramblings hold the key to Lorwyn's destiny, if only a way can be found to decipher their meaning? As Rhys uncovers secret after secret, his looming sense of doom only grows. It's becoming clear that this year's Aurora will be more than a mere light show in the sky—it will bring a fundamental change that will affect every being in Lorwyn.

Illus. Mark Tedin



The Ten Coolest *Morningtide* Cards

by Noah Weil, *Morningtide* developer



1. Chameleon Colossus

This amazing creature was known as “The Doubler” during playtesting. Four mana for a 4/4 is a terrific deal, but Chameleon Colossus rarely stays that small. The first activation brings the creature to a gigantic 8/8, the second makes it a riotous 16/16, and . . . well, you won’t need much after that.



3. Supreme Exemplar

Supreme indeed. A 10/10 flier is absurdly large, promising total victory in only two hits. Combine Supreme Exemplar’s champion ability and the *Morningtide* Elementals with leaves-play abilities for devastating effect (see Spitebellows below). With such a monstrous force on your team, no one can stand in your way.



2. Mind Shatter

It just doesn’t seem fair. Your opponent spends all this time to build the perfect hand, only to see you cast Mind Shatter and blow it all away. Players hoarding their spells for the future are going to get very disappointed, very quickly.



4. Kinsbaile Cavalier

Charge! Your battalion of mounted fighters swings twice as hard when Kinsbaile Cavalier is on the table. And with all the new Knights—and changelings!—in the *Morningtide* set, you’ll have even more options for righteous fury.



5. Spitebellows

A 6/1 packs a powerful punch. Such low toughness if usually a liability, but you don’t mind too much if Spitebellows takes a dirt nap. Odds are good that this Elemental will be taking your opponent’s best creature with it! The evoke ability gives you even more options.

6. Obsidian Battle-Axe

RAWRRRR! Let out your inner warrior with this fierce weapon. Every Warrior creature you play receives a huge power boost and haste—good enough to jump right in and wreak some havoc. Opponents will be feeling the pain of this Equipment for a long time to come.



7. Leaf-Crowned Elder

Leaf-Crowned Elder shows off the new kinship ability at its best. As soon as you reveal that Treefolk or Shaman card from the top of your library, you can play it immediately for free, giving you a brand-new card to draw. As soon as your opponent knows what's coming, it's already too late.



8. Earwig Squad

Is there going to be a problem? Get rid of it *now*! When you play Earwig Squad on the cheap after hitting with a Goblin or Rogue, you also get to hunt out the three most annoying cards in your opponent's library and strip them out of the game. With a 5/3 on your side and an opponent out of options, the game shouldn't last much longer.



9. Mutavault

Harkening back to *Antiquities*™ powerhouse Mishra's Factory, Mutavault becomes a creature at your command, entering the fray only when you want it to. And as a creature with every creature type, it takes full advantage of all the tribal bonuses in the block, from getting double strike from Kinsbaile Cavalier to enabling your prowl cards.



10. Countryside Crusher

A 3/3 for three mana is a great deal, but this Giant Warrior has plenty more to offer. All those land cards heading to your graveyard make Countryside Crusher bigger and bigger, ready to run roughshod over your opponent's puny guys. And all the while, you'll be drawing spell after spell to keep the heat on.



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need at PlayMagic.com

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After all, there are many ways to succeed in the *Magic: The Gathering* game. Which path will you choose?

Innovative deckbuilder? Storyline expert? Art aficionado? Most sage mage? Savvy collector? Perhaps, someday you will join the ranks of the powerful, professional duelists?

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Your journey begins now!

Illus. Zoltan Boros & Gabor Szekszai

Morningtide

Card Encyclopedia

The *Morningtide* Card Encyclopedia shows the entire *Morningtide* card set.
To keep track of your cards, just turn to the checklist on pages 26–27.

Ballyrush Banneret 1*



Creature — Kithkin Soldier

Kithkin spells and Soldier spells you play cost 1 less to play.

Only wool from the side of the springjack turned most often to the sun can be woven into kithkin battle standards. Jackherds record every movement of their woolly-jacks until shearing.

—Ralph Horsley

2/1

Battletide Alchemist 3**



Creature — Kithkin Cleric

If a source would deal damage to a player, you may prevent X of that damage, where X is the number of Clerics you control.

"I do not heal. Healing means that the pain has already been felt. To stop suffering, one must prevent the world's wounds altogether."

—Steve Prescott

3/4

Burrenton Bombardier 2*



Creature — Kithkin Soldier

Flying

Reinforce 2—2* (2*, Discard this card: Put two +1/+1 counters on target creature.)

The flashes provide ballast, a means of steering, and—with a little luck—a way to deliver ward-spells to cohorts below.

—Ron Spencer

2/2

Burrenton Shield-Bearers 4*



Creature — Kithkin Soldier

Whenever Burrenton Shield-Bearers attacks, target creature gets +0/+3 until end of turn.

Soul and bones, kithkin are woven into their clans. They fight fiercely and without self-interest.

—Daren Bader

3/3

Cenn's Tactician *



Creature — Kithkin Soldier

*: Put a +1/+1 counter on target Soldier creature.

Each creature you control with a +1/+1 counter on it can block an additional creature.

The choke point was the plan, but devoted camaraderie was always her strategy.

—Zoltan Boros & Gabor Siki

1/1

Changeling Sentinel 3*



Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

Vigilance

There's nothing more unsettling than locking blades with something that looks just like you.

—Chuck Lukacs

3/2

Coordinated Barrage



Instant

Choose a creature type. Coordinated Barrage deals damage to target attacking or blocking creature equal to the number of permanents you control of the chosen type.

—Franc Yohwinkel

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Daily Regimen



Enchantment — Aura

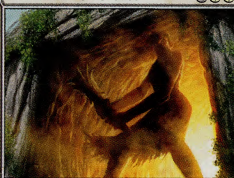
Enchant creature
 1*: Put a +1/+1 counter on enchanted creature.

What self-indulgence tears down, discipline builds up again.

—Warren Maay

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Feudkiller's Verdict



Tribal Sorcery — Giant

You gain 10 life. Then if you have more life than an opponent, put a 5/5 white Giant Warrior creature token into play.

"There are all kinds of strengths, but if you have strength of soul, the others will follow."
 —Galanda Feudkiller

—Dan Scott

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Forfend



Instant

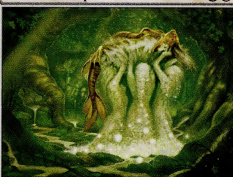
Prevent all damage that would be dealt to creatures this turn.

"Suddenly there stood a fortress protecting the clachan, its walls hewn of valor and mortared with honor."
 —Clachan Tales

—Franc Yohwinkel

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Graceful Reprieve



Instant

When target creature is put into a graveyard this turn, return that card to play under its owner's control.

"In my moment of death, I had a vision of the world, dark and unwelcoming. I wanted to hide in the deepest meander, but the light pulled me back."

—William O'Connor

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Idyllic Tutor



Sorcery

Search your library for an enchantment card, reveal it, and put it into your hand. Then shuffle your library.

"If one's life is blessed, solutions to all life's problems will appear at the right moment."
 —The Book of Kith and Kin

—Howard Lyon

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Indomitable Ancients



Creature — Treefolk Warrior

"Odum and Broadbark were the only beings mighty enough to challenge the giant Moran the Destroyer. Their battle lasted a hundred days, until Moran became so exhausted that he fell into namesleep. He awoke as Moran the Gardener."
 —The Tale of Odum and Broadbark

—Pete Ventres

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2/10

Kinsbaile Borderguard



Creature — Kithkin Soldier

Kinsbaile Borderguard comes into play with a +1/+1 counter on it for each other Kithkin you control.

When Kinsbaile Borderguard is put into a graveyard from play, put a 1/1 white Kithkin Soldier creature token into play for each counter on it.

—Christopher Mueller

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1/1

Kinsbaile Cavalier



Creature — Kithkin Knight

Knight creatures you control have double strike.

Amibidexterity is common among kithkin. The thoughtless links the minds of the left- and right-handed, giving each the knack of the other.

—Wayne Reynolds

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2/2

Kithkin Zephyrnaut

2*



Creature — Kithkin Soldier

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Kithkin Zephyrnaut, you may reveal it. If you do, Kithkin Zephyrnaut gets +2/+2 and gains flying and vigilance until end of turn.

Quinton Hoover & Val Mayerik

M & S 1993–2008 Wizards of the Coast, Inc. 161/150

2/2

Meadowboon

2**



Creature — Elemental

When Meadowboon leaves play, put a +1/+1 counter on each creature target player controls.

Evoke 3* (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

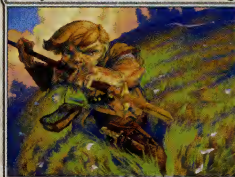
Steven Belledin

M & S 1993–2008 Wizards of the Coast, Inc. 171/150

3/3

Mosquito Guard

*



Creature — Kithkin Soldier

First strike

Reinforce 1—1* (1*, Discard this card: Put a +1/+1 counter on target creature.)

His aim is as sure as a mosquito's sting, but with none of the warning.

Randy Gallegos

M & S 1993–2008 Wizards of the Coast, Inc. 181/150

1/1

Order of the Golden Cricket

↓*



Creature — Kithkin Knight

Whenever Order of the Golden Cricket attacks, you may pay *. If you do, it gains flying until end of turn.

*"Should you take it in mind to ride a springback, remember: there are easier ways to fly, and harder ways to break your skull."
—Lann of Cloverdell*

Mark Zug

M & S 1993–2008 Wizards of the Coast, Inc. 191/150

2/2

Preeminent Captain

2*



Creature — Kithkin Soldier

First strike

Whenever Preeminent Captain attacks, you may put a Soldier creature card from your hand into play tapped and attacking.

"If you need an example to lead others to the front lines, consider the precedent set."

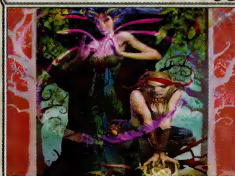
Greg Staples

M & S 1993–2008 Wizards of the Coast, Inc. 201/150

2/2

Redeem the Lost

↓*



Instant

Target creature you control gains protection from the color of your choice until end of turn. Clash with an opponent. If you win, return Redeem the Lost to its owner's hand. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

Scott M. Fischer

M & S 1993–2008 Wizards of the Coast, Inc. 211/150

Reveillark

↓*



Creature — Elemental

Flying

When Reveillark leaves play, return up to two target creature cards with power 2 or less from your graveyard to play.

Evoke 5* (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Jim Murray

M & S 1993–2008 Wizards of the Coast, Inc. 221/150

4/3

Shinewend

↓*



Creature — Elemental

Flying

Shinewend comes into play with a +1/+1 counter on it.

1*, Remove a +1/+1 counter from Shinewend: Destroy target enchantment.

Terese Nielsen

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0/0

Stonehewer Giant

3**



Creature — Giant Warrior

Vigilance

1*, *: Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

Steve Prescott

M & S 1993–2008 Wizards of the Coast, Inc. 241/150

4/4

Stonybrook Schoolmaster 2

Creature — Merfolk Wizard

Whenever Stonybrook Schoolmaster becomes tapped, you may put a 1/1 blue Merfolk Wizard creature token into play.

Merrot schools rarely form by design. They come together naturally as eager learners surround the wisest teachers.

Quinton Hoover & Val Mayerik
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1/2

Swell of Courage 3

Instant

Creatures you control get +2/+2 until end of turn.

Reinforce X—******* (*******, Discard this card: Put X +1/+1 counters on target creature.)

"Tideshaping is more than creating a few new puddles."

Jim Nelson
TM & © 1997-2008 Wizards of the Coast, Inc. 28150

Wandering Graybeard 3

Creature — Giant Wizard

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Wandering Graybeard, you may reveal it. If you do, you gain 4 life.

His tales are as tall as he is, and only a giant's life is long enough to listen to them all.

Nils Hamm
TM & © 1997-2008 Wizards of the Coast, Inc. 37150

4/4

Weight of Conscience 1

Enchantment — Aura

Enchant creature

Enchanted creature can't attack.

Tap two untapped creatures you control that share a creature type. Remove enchanted creature from the game.

Sometimes the weight of the world on your shoulders is a literal one.

Heather Hudson
TM & © 1997-2008 Wizards of the Coast, Inc. 28150

Declaration of Naught 1

Enchantment

As Declaration of Naught comes into play, name a card.

• Counter target spell with that name.

Every story, even a faerie tale, comes to an end.

Rob Alexander
TM & © 1997-2008 Wizards of the Coast, Inc. 29150

Dewdrop Spy 1

Creature — Faerie Rogue

Flash

Flying

When Dewdrop Spy comes into play, look at the top card of target player's library.

Only in dew from Oona herself is there clarity enough to see a victim's mind.

Wayne England
TM & © 1997-2008 Wizards of the Coast, Inc. 30150

2/2

Disperse 1

Instant

Return target nonland permanent to its owner's hand.

Gryffid scowled at the sky. A perfect day for the hunt tainted by clouds. He wished them gone. High above, the clouds looked down, scowled, and made a wish of their own.

Steve Ellis
TM & © 1997-2008 Wizards of the Coast, Inc. 31150

Distant Melody 3

Sorcery

Choose a creature type. Draw a card for each permanent you control of that type.

Oona's song is like a twisted dinner chime. All the faeries return home, but it is Oona who feasts—on the stolen dreams and rumors they serve her.

Osar Kayyan
TM & © 1997-2008 Wizards of the Coast, Inc. 32150

Fencer Clique 2

Creature — Faerie Soldier

Flying

• Put Fencer Clique on top of its owner's library.

You may as well try to swat a faerie —Flamekin expression meaning "that's impossible"

William O'Connor
TM & © 1997-2008 Wizards of the Coast, Inc. 33150

3/2

Floodchaser 5

Creature — Elemental

Floodchaser comes into play with six +1/+1 counters on it.

Floodchaser can't attack unless defending player controls an Island.

♣, Remove a +1/+1 counter from Floodchaser: Target land becomes an Island until end of turn.

—Eric Fortune
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Grimoire Thief

Creature — Merfolk Rogue

Whenever Grimoire Thief becomes tapped, remove the top three cards of target opponent's library from the game face down.

You may look at cards removed from the game with Grimoire Thief.

♣, Sacrifice Grimoire Thief: Turn all cards removed from the game with Grimoire Thief face up. Counter all spells with those names.

—Paddy Galligan
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Ink Dissolver 1

Creature — Merfolk Wizard

Kniship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Ink Dissolver, you may reveal it. If you do, each opponent puts the top three cards of his or her library into his or her graveyard.

—Brandon Dorman
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Inspired Sprite 3

Creature — Faerie Wizard

Flash

Flying

Whenever you play a Wizard spell, you may untap Inspired Sprite.

♣: Draw a card, then discard a card.

—Michael Sutfin
© & 1995, 2004 Wizards of the Coast, Inc. 2/2

Knowledge Exploitation 5

Tribal Sorcery — Rogue

Prowl 3 ♣ (You may play this for its prowl cost if you deal combat damage to a player this turn with a Rogue.)

Search target opponent's library for an instant or sorcery card. You may play that card without paying its mana cost. Then that player shuffles his or her library.

—Durrell Rich
© & 1995, 2004 Wizards of the Coast, Inc. 10/10

Latchkey Faerie 3

Creature — Faerie Rogue

Flying

Prowl 2 ♣ (You may play this for its prowl cost if you deal combat damage to a player this turn with a Faerie or Rogue.)

When Latchkey Faerie comes into play, if its prowl cost was paid, draw a card.

—Warren Mahy
© & 1995, 2004 Wizards of the Coast, Inc. 3/1

Merrow Witsniper

Creature — Merfolk Rogue

When Merrow Witsniper comes into play, target player puts the top card of his or her library into his or her graveyard.

"The world above the waterline must be monitored—and, when necessary, adjusted."

—Steve Prescott
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Mind Spring

Sorcery

Draw X cards.

Fragments of thought refract and multiply, surging in a geyser of dizzying insight.

—Mark Zug
© & 1995, 2004 Wizards of the Coast, Inc. 4/10

Mothdust Changeling

Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

Tap an untapped creature you control: Mothdust Changeling gains flying until end of turn.

"Ever seen a changeling fly into a lantern?"
—Calydd, kithkin farmer

—Shelly Wan
© & 1995, 2004 Wizards of the Coast, Inc. 1/1

Negate 1



Instant

Counter target noncreature spell.

Masters of the arcane savor a delicious irony. Their study of deep and complex arcana leads to such a simple end: the ability to say merely yes or no.

—Jeremy Jarvis

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Nevermaker 3



Creature — Elemental

Flying

When Nevermaker leaves play, put target nonland permanent on top of its owner's library.

Evoke 3 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Chuck Lukacs

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2/3

Notorious Throng 3



Tribal Sorcery — Rogue

Prowl 3 (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.)

Put X 1/1 black Faerie Rogue creature tokens with flying into play, where X is the damage dealt to your opponents this turn. If Notorious Throng's prowl cost was paid, take an extra turn after this one.

—Thomas Denmark

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Research the Deep 1



Sorcery

Draw a card. Clash with an opponent. If you win, return Research the Deep to its owner's hand. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Eric Fortune

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Sage of Fables 2



Creature — Merfolk Wizard

Each other Wizard creature you control comes into play with an additional +1/+1 counter on it.

2, Remove a +1/+1 counter from a creature you control: Draw a card.

"There is no secret that cannot be sold."

—Shelly Wan

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2/2

Sage's Dousing 2



Tribal Instant — Wizard

Counter target spell unless its controller pays 2. If you control a Wizard, draw a card.

"Curse these merrows and their meddling! Since coming near the river, I can't so much as sneeze without being soaked."

—Ashling the Pilgrim

—Richard Sardinha

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Sigil Tracer 1



Creature — Merfolk Wizard

1, Tap two untapped Wizards you control: Copy target instant or sorcery spell. You may choose new targets for the copy.

"The reflection is true. It is you who are distorted and false."

—Dan Scott

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2/2

Slithermuse 2



Creature — Elemental

When Slithermuse leaves play, choose an opponent. If that player has more cards in hand than you, draw cards equal to the difference.

Evoke 3 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Steven Bellardo

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3/3

Stonybrook Banneret 1



Creature — Merfolk Wizard

Islandwalk

Merfolk spells and Wizard spells you play cost 1 less to play.

Made from trout scales and crustfish whiskers, merrows' shimmering banners flash in the water like lightning.

—Ralph Horsley

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1/1

Stream of Unconsciousness 



Tribal Instant — Wizard 

Target creature gets -4/-0 until end of turn. If you control a Wizard, draw a card.

Dreams are tempting because one is so powerful in them. Dreams are dangerous because that power is a lie.

— Rebecca Guay
TM & © 1999–2004 Wizards of the Coast, Inc. 10/10

Supreme Exemplar 



Creature — Elemental 

Flying
Champion an Elemental (When this comes into play, sacrifice it unless you remove another Elemental you control from the game. When this leaves play, that card returns to play.)

— Mark Tedin
TM & © 1999–2004 Wizards of the Coast, Inc. 10/10

Thieves' Fortune 



Tribal Instant — Rogue 

Prowl 1 ♦ (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.)

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

— Zoltan Boros & Gabor Sulyok
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Vendilion Clique 



Legendary Creature — Faerie Wizard 

Flash
Flying
When Vendilion Clique comes into play, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of his or her library, then draws a card.

— Michael Stutlin
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Waterspout Weavers 



Creature — Merfolk Wizard 

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Waterspout Weavers, you may reveal it. If you do, each creature you control gains flying until end of turn.

— Eric Fortune
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Auntie's Snitch 



Creature — Goblin Rogue 

Auntie's Snitch can't block.
Prowl 1 ♦ (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Goblin or Rogue.)

Whenever a Goblin or Rogue you control deals combat damage to a player, if Auntie's Snitch is in your graveyard, you may return Auntie's Snitch to your hand.

— Warren Mahy
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Bitterblossom 



Tribal Enchantment — Faerie 

At the beginning of your upkeep, you lose 1 life and put a 1/1 black Faerie Rogue creature token with flying into play.

In Lorrwyn's brief evenings, the sun passes at the horizon long enough for a certain species of flower to bloom with the fragrance of mischief.

— Rebecca Guay
TM & © 1999–2004 Wizards of the Coast, Inc. 10/10

Blightsoil Druid 



Creature — Elf Druid 

☛, Pay 1 life: Add ♦ to your mana pool.

"See the beauty in death: the clean white bones lying in the fertile soil and the brightly colored moonflowers sprouting from the fell earth."

— Nelly Hamann
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Earwig Squad 



Creature — Goblin Rogue 

Prowl 2 ♦ (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Goblin or Rogue.)

When Earwig Squad comes into play, if its prowl cost was paid, search target opponent's library for three cards and remove them from the game. Then that player shuffles his or her library.

— Warren Mahy
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Fendeep Summoner 1



Creature — Treefolk Shaman

☞ Up to two target Swamps each become 3/5 Treefolk Warrior creatures in addition to their other types until end of turn.

"What is drowned is not forgotten. I will fulfill my oath. Come back to me, my brethren, as I have come back for you."

— **Jeff Easley**

3/5

Festercreep 1



Creature — Elemental

Festercreep comes into play with a +1/+1 counter on it.

1 ☞ Remove a +1/+1 counter from Festercreep: All other creatures get -1/-1 until end of turn.

A single festercreep isn't alone. It's already an infestation.

— **Jeff Easley**

0/0

Final-Sting Faerie 3



Creature — Faerie Assassin

Flying

When Final-Sting Faerie comes into play, destroy target creature that was dealt damage this turn.

Many heroes' last sight is a grin at the other end of a rapier.

— **Wayne Reynolds**

2/2

Frogtooser Bannert 1



Creature — Goblin Rogue

Haste

Goblin spells and Rogue spells you play cost 1 less to play.

The Frogtoosers thread feathers, bones, and trophies from past raids into their standards, believing they feed the warren with the anger of its victims.

— **Ralph Horsley**

1/1

Maralen of the Mornsong 1



Legendary Creature — Elf Wizard

Players can't draw cards.

At the beginning of each player's draw step, that player loses 3 life, searches his or her library for a card, puts it into his or her hand, then shuffles his or her library.

Maralen sent Vesa, Endry, and Iliona—the Vendilion clique—on the gravest of tasks.

— **Mark Zug**

2/3

Mind Shatter 3



Sorcery

Target player discards X cards at random.

Dark thoughts hatch and twist within the mind, straining to take wing.

— **Michael Sautin**

Moonglove Changeling 2



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

☞ Moonglove Changeling gains deathtouch until end of turn. (*Whenever it deals damage to a creature, destroy that creature.*)

— **Wayne Reynolds**

2/2

Morsel Theft 2



Tribal Sorcery — Rogue

Prowl 1 ☞ (*You may play this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.*)

Target player loses 3 life and you gain 3 life. If Morsel Theft's prowl cost was paid, draw a card.

— **David R. Drake**

Nightshade Schemers 4



Creature — Faerie Wizard

Flying

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Nightshade Schemers, you may reveal it. If you do, each opponent loses 2 life.

— **Peter Dink**

3/2

Noggin Whack 2

Tribal Sorcery — Rogue

Prowl 1 (You may play this for its *prowl* cost if you deal combat damage to a player this turn with a *Rogue*.)

Target player reveals three cards from his or her hand. You choose two of them. That player discards those cards.

— Alan Pollack

Offalsnout 2

Creature — Elemental

Flash

When Offalsnout leaves play, remove target card in a graveyard from the game.

Evoke (You may play this spell for its *evoke* cost. If you do, it's sacrificed when it comes into play.)

— Alex Hurley Orlandelli

Oona's Blackguard 1

Creature — Faerie Rogue

Flying

Each other *Rogue* creature you control comes into play with an additional +1/+1 counter on it.

Whenever a creature you control with a +1/+1 counter on it deals combat damage to a player, that player discards a card.

— Jay Walker

Pack's Disdain 1

Instant

Choose a creature type. Target creature gets -1/-1 until end of turn for each permanent of the chosen type you control.

Like the sun to a flower, the adoring gaze of the tribe is sustenance to an elf. To be shunned is to wither.

— Peter Winters

Prickly Boggart

Creature — Goblin Rogue

Fear

"Even without the spines, who would dare to touch it?"

— Desmera, perfect of Wren's Run

— Jaeger Eising

Pulling Teeth 1

Sorcery

Clash with an opponent. If you win, target player discards two cards.

Otherwise, that player discards a card. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Jon Peveler

Revive the Fallen 1

Sorcery

Return target creature card in a graveyard to its owner's hand. Clash with an opponent. If you win, return Revive the Fallen to its owner's hand.

(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Steven B. Dindorf

Scarblade Elite

Creature — Elf Assassin

Remove an Assassin card in your graveyard from the game: Destroy target creature.

"Rejoice, eyebright. In your last hours above the earth, those who bury you will finally make you beautiful."

— Greg Staples

Squeaking Pie Grubfellow 3

Creature — Goblin Shaman

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Squeaking Pie Grubfellow, you may reveal it. If you do, each opponent discards a card.

— Jon Peveler

Stenchskipper 3

Creature — Elemental

Flying

At end of turn, if you control no Goblins, sacrifice Stenchskipper.

"Many believe it to be the manifestation of all that is vile about the boggarts. I believe it should be avoided—from upwind, if possible."
—Genn Deagan

Howard Lyon 6/5

Stinkdrinker Bandit 3

Creature — Goblin Rogue

Prowl 1 (You may play this for its **prowl** cost if you dealt combat damage to a player this turn with a **Goblin** or **Rogue**.)

Whenever a **Rogue** you control attacks and isn't blocked, it gets +2/+1 until end of turn.

Brandon Dineen 2/1

Violet Pall 4

Tribal Instant — Faerie

Destroy target nonblack creature. Put a 1/1 black **Faerie Rogue** creature token with flying into play.

A faerie is the offspring of Oona and mischief.

Jeff Miracola

Warren Weirding 1

Tribal Sorcery — Goblin

Target player sacrifices a creature. If a **Goblin** is sacrificed this way, that player puts two 1/1 black **Goblin Rogue** creature tokens into play, and those tokens gain haste until end of turn.

"And that's when it was discovered that boggarts have just half a brain."
—The Book of Other Folk

Matt Cavotta

Weed-Pruner Poplar 4

Creature — Treefolk Assassin

At the beginning of your upkeep, target creature other than **Weed-Pruner Poplar** gets -1/-1 until end of turn.

"When Bygon reached down to pull up a bit of root for the stew, he didn't expect the root to pull back."
—A tale of Auntie Wori

Jeff Miracola 3/3

Weirding Shaman 1

Creature — Goblin Shaman

3, Sacrifice a **Goblin**: Put two 1/1 black **Goblin Rogue** creature tokens into play.

All boggarts have an auntie, but they don't all have a mum.

Matt Cavotta 2/1

Boldwyr Heavyweights 2

Creature — Giant Warrior

Trample

When **Boldwyr Heavyweights** comes into play, each opponent may search his or her library for a creature card and put it into play. Then each player who searched his or her library this way shuffles it.

Even if giants bring nothing else on a journey, they bring attention.

Jason Wirth: Reynolds 8/8

Boldwyr Intimidator 5

Creature — Giant Warrior

Cowards can't block **Warriors**.

2: Target creature becomes a **Coward** until end of turn.

3: Target creature becomes a **Warrior** until end of turn.

"Now everyone knows what you are."

Jason Wirth: Reynolds 5/5

Borderland Behemoth 5

Creature — Giant Warrior

Trample

Borderland Behemoth gets +4/+4 for each other **Giant** you control.

Giants share nothing but their fury.

Greg Staples: Johnson 4/4

Brighthearth Banneret 1

Creature — Elemental Warrior

Elemental spells and Warrior spells you play cost 1 less to play.
 Reinforce 1—1 (1, Discard this card; Put a +1/+1 counter on target creature.)
The banner symbolizes the goodwill of the Brighthearth. Their emissaries bring the mastery of fire to other races.
 —High Hierarchy

1/1

Countryside Crusher 1

Creature — Giant Warrior

At the beginning of your upkeep, reveal the top card of your library. If it's a land card, put it into your graveyard and repeat this process.
 Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Countryside Crusher.
 —Grish Stribble

3/3

Fire Juggler 2

Creature — Goblin Shaman

Whenever Fire Juggler becomes blocked, clash with an opponent. If you win, Fire Juggler deals 4 damage to each creature blocking it. (Each clashing player reveals the top card of his or her library; the player that card is on the top or bottom, a player wins if his or her card had a higher converted mana cost.)
 —Thomas Brannick

2/2

Hostile Realm 2

Enchantment — Aura

Enchant land
 Enchanted land has "*: Target creature can't block this turn."
Lorwyn's crust explodes with power when the greater elementals are born. The flamekin use the fallout as cover for forays into enemy territory.
 —Johal Avon

Kindled Fury 2

Instant

Target creature gets +1/+0 and gains first strike until end of turn.
*"All beings carry the fire inside them. The challenge is to unleash it before they dwindle into oblivion."
 —Mullia, flamekin soulstoke*
 —Betty Wain

Lightning Crafter 3

Creature — Goblin Shaman

Champion a Goblin or Shaman (When this comes into play, sacrifice it unless you remove another Goblin or Shaman you control from the game. When this leaves play, that card returns to play.)
 *: Lightning Crafter deals 3 damage to target creature or player.
 —Duch

3/3

Lunk Errant 5

Creature — Giant Warrior

Whenever Lunk Errant attacks alone, it gets +1/+1 and gains trample until end of turn.
*"One's plenty," observed the merrow.
 "Way too plenty," agreed the boggart.*
 —Merron Mery

4/4

Mudbutton Clanger 2

Creature — Goblin Warrior

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Mudbutton Clanger, you may reveal it. If you do, Mudbutton Clanger gets +1/+1 until end of turn.
 —Clanger

1/1

Pyroclast Consul 3

Creature — Elemental Shaman

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Pyroclast Consul, you may reveal it. If you do, Pyroclast Consul deals 2 damage to each creature.
 —Pyroclast Consul

3/3

Rage Forger 2

Creature — Elemental Shaman

When Rage Forger comes into play, put a +1/+1 counter on each other Shaman creature you control.

Whenever a creature you control with a +1/+1 counter on it attacks, you may have that creature deal 1 damage to target player.

—Jace Bonimick Bonimick

2/2

Release the Ants 1

Instant

Release the Ants deals 1 damage to target creature or player. Clash with an opponent. If you win, return Release the Ants to its owner's hand. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Jace Bonimick Bonimick

Rivals' Duel 3

Sorcery

Choose two target creatures that share no creature types. Each of those creatures deals damage equal to its power to the other.

They could agree on one thing only: one of them must die.

—Jace Bonimick Bonimick

Roar of the Crowd 3

Sorcery

Choose a creature type. Roar of the Crowd deals damage to target creature or player equal to the number of permanents you control of the chosen type.

One voice is but a pebble to the rest of the world. A thousand voices at once is an avalanche.

—Jace Bonimick Bonimick

Seething Pathblazer 2

Creature — Elemental Warrior

Sacrifice an Elemental: Seething Pathblazer gets +2/+0 and gains first strike until end of turn.

"Flamekin death rites are elaborate and spectacular affairs. Their greatest fear is death in obscurity."

—Tollek Worldwatcher, journal

—Jace Bonimick Bonimick

2/2

Sensation Gorgor 1

Creature — Goblin Shaman

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Sensation Gorgor, you may reveal it. If you do, each player discards his or her hand and draws four cards.

More, more, more!

—Jace Bonimick Bonimick

2/2

Shard Volley 2

Instant

As an additional cost to play Shard Volley, sacrifice a land.

Shard Volley deals 3 damage to target creature or player.

"Let the mountain's teeth pierce our oppressors."

—Jace Bonimick Bonimick

Shared Animosity 2

Enchantment

Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it.

"It is the nature of souls that they burn more brightly together than apart."

—Vessfrus, flamekin demagogue

—Jace Bonimick Bonimick

Spitebellows 3

Creature — Elemental

When Spitebellows leaves play, it deals 6 damage to target creature.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Disaster stalks with eating jaws across unready lands.

—Jace Bonimick Bonimick

6/1

Morningtide Card Encyclopedia

Bramblewood Paragon 



Creature — Elf Warrior 

Each other Warrior creature you control comes into play with an additional +1/+1 counter on it.
Each creature you control with a +1/+1 counter on it has trample.

Those who seek to escape her blades succeed only in dying on their stomachs.

—Jill Murray
2/2

Chameleon Colossus 



Creature — Shapeshifter 

Changeling (This card is every creature type at all times.)
Protection from black
2♣♣: Chameleon Colossus gets +X+X until end of turn, where X is its power.

—Darrell Riche
4/4

Cream of the Crop 



Enchantment 

Whenever a creature comes into play under your control, you may look at the top X cards of your library, where X is that creature's power. If you do, put one of those cards on top of your library and the rest on the bottom of your library in any order.

—Howard Lyon
2/2

Deglamer 



Instant 

Choose target artifact or enchantment. Its owner shuffles it into his or her library.

The more pleasant an illusion's garb, the more indecent its form laid bare.

—Zoltan Boron & Gabor Solyoz
2/2

Earthbrawn 



Instant 

Target creature gets +3/+3 until end of turn.
Reinforce 1—1♣ (1♣: Discard this card. Put a +1/+1 counter on target creature.)
Griem! Finally felt in touch with nature—and felt a need to share the experience with others.

—Ken Walker
2/2

Elvish Warrior 



Creature — Elf Warrior 

As graceful as a deer leaping a stream and as deadly as the wolf waiting in ambush on the other side, elvish warriors are the eyes of the forest as well as its unsheathed claws.

—Ken Walker
2/3

Everbark Shaman 



Creature — Treefolk Shaman 

♣, Remove a Treefolk card in your graveyard from the game. Search your library for two Forest cards and put them into play tapped. Then shuffle your library.

"May you rise again, from seed to sapling to sentence."

—Larry MacDonald
3/5

Fertild 



Creature — Elemental 

Fertild comes into play with two +1/+1 counters on it.
1♣, Remove a +1/+1 counter from Fertild: Target player searches his or her library for a basic land card and puts it into play tapped. Then that player shuffles his or her library.

—Wayne Reynolds
0/0

Game-Trail Changeling 



Creature — Shapeshifter 

Changeling (This card is every creature type at all times.)
Trample
*"I pity them, never knowing the pleasures of a single familiar form, but at least they find a noble shape at times."
—Desmera, perfect of Wren's Run*

—Marissa Polonsky
4/4

Gilt-Leaf Archdruid 3



Creature — Elf Druid

Whenever you play a Druid spell, you may draw a card.
Tap seven untapped Druids you control: Gain control of all lands target player controls.

"In our hands, the natural world finds more beauty than nature alone could ever provide."

—Steven Prescott

3/3

Greatbow Doyen 4



Creature — Elf Archer

Other Archer creatures you control get +1/+1.
Whenever an Archer you control deals damage to a creature, that Archer deals that much damage to that creature's controller.

"My arrows will ever find you."

—Steven Prescott

2/4

Heritage Druid 1



Creature — Elf Druid

Tap three untapped Elves you control: Add 3 to your mana pool.

"Study the great spirits of our age and those of the past. Prune secrets from the branching tracteries of our lineage."
—Twila, Gilt-Leaf archdruid

—Larry MacDonald

1/1

Hunting Triad 3



Tribal Sorcery — Elf

Put three 1/1 green Elf Warrior creature tokens into play.
Reinforce 3—3 (3). Discard this card: Put three +1/+1 counters on target creature.
"Eyebrights are easy to track. Just follow the tiny reflections."

—Jim Nelson

—Steven Prescott

Leaf-Crowned Elder 2



Creature — Treefolk Shaman

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Leaf-Crowned Elder, you may reveal it. If you do, you may play that card without paying its mana cost.

—Wayne Reynolds

3/5

Luminescent Rain 2



Instant

Choose a creature type. You gain 2 life for each permanent you control of that type.

Storms in Lorwyn don't patter on village rooftops, but rather drench the dachian in rays of amber light.

—Johel Aron

—Steven Prescott

Lys Alana Bowmaster 2



Creature — Elf Archer

Reach (This can block creatures with flying.)
Whenever you play an Elf spell, you may have Lys Alana Bowmaster deal 2 damage to target creature with flying.

—Dan Scott

—Steven Prescott

2/2

Orchard Warden 4



Creature — Treefolk Shaman

Whenever another Treefolk creature comes into play under your control, you may gain life equal to that creature's toughness.

"After the Rising, a treefolk's mind is as limber and green as its limbs, and is at its most receptive to our teachings."

—Rebecca Quay

—Steven Prescott

4/6

Reach of Branches 4



Tribal Instant — Treefolk

Put a 2/5 green Treefolk Shaman creature token into play.

Whenever a Forest comes into play under your control, you may return Reach of Branches from your graveyard to your hand.

Growth has no limits.

—Scott Hampton

—Steven Prescott

Recross the Paths 2 ♣



Sorcery

Reveal cards from the top of your library until you reveal a land card. Put that card into play and the rest on the bottom of your library in any order. Clash with an opponent. If you win, return Recross the Paths to its owner's hand. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Greg Hildebrandt
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Reins of the Vinesteed 3 ♣



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2.
When enchanted creature is put into a graveyard, you may return Reins of the Vinesteed from your graveyard to play attached to a creature that shares a creature type with that creature.

—Jim Paivlec
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Rhys the Exiled 2 ♣



Legendary Creature — Elf Warrior

Whenever Rhys the Exiled attacks, you gain 1 life for each Elf you control.
♣ Sacrifice an Elf: Regenerate Rhys the Exiled.
Once a famed hunter and packmaster, now a renegade seeking his own path.

—Steve Prescott
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Scapeshift 2 ♣ ♣



Sorcery

Sacrifice any number of lands. Search your library for that many land cards, put them into play tapped, then shuffle your library.
"Changes far greater than the turning of the leaves await us at season's end."
—Colfenor, the Last Yeo

—Fred Fields
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Unstoppable Ash 3 ♣



Creature — Treefolk Warrior

Trample
Champion a Treefolk or Warrior (When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.)
Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

—Brian Snoddy
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Walker of the Grove 6 ♣ ♣



Creature — Elemental

When Walker of the Grove leaves play, put a 4/4 green Elemental creature token into play.
Evoke 4 ♣ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Todd Lockwood
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Winnower Patrol 2 ♣



Creature — Elf Warrior

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Winnower Patrol, you may reveal it. If you do, put a +1/+1 counter on Winnower Patrol.

—Eric Fortstone
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Wolf-Skull Shaman 1 ♣



Creature — Elf Shaman

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Wolf-Skull Shaman, you may reveal it. If you do, put a 2/2 green Wolf creature token into play.
A chorus of howls answers his call.

—Jim Murray
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Cloak and Dagger 2



Tribal Artifact — Rogue Equipment

Equipped creature gets +2/+0 and has shroud. (It can't be the target of spells or abilities.)
Whenever a Rogue creature comes into play, you may attach Cloak and Dagger to it.
Equip 3

—Jason Rader
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Diviner's Wand 3



Tribal Artifact — Wizard Equipment

Equipped creature has "Whenever you draw a card, this creature gets +1/+1 and gains flying until end of turn" and "4: Draw a card."

Whenever a Wizard creature comes into play, you may attach Diviner's Wand to it.

Equip 3

Wayne England
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Door of Destinies 4



Artifact

As Door of Destinies comes into play, choose a creature type.

Whenever you play a spell of that type, put a charge counter on Door of Destinies.

Creatures you control of that type get +1/+1 for each charge counter on Door of Destinies.

Larry MacDougall
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Obsidian Battle-Axe 3



Tribal Artifact — Warrior Equipment

Equipped creature gets +2/+1 and has haste.

Whenever a Warrior creature comes into play, you may attach Obsidian Battle-Axe to it.

Equip 3

It's the flint that sparks a warrior's rage.

Jeff Easley
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Thornbite Staff 2



Tribal Artifact — Shaman Equipment

Equipped creature has "2, ♂: This creature deals 1 damage to target creature or player" and "Whenever a creature is put into a graveyard from play, untap this creature."

Whenever a Shaman creature comes into play, you may attach Thornbite Staff to it.

Equip 4

Jaeger Young
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Veteran's Armaments 2



Tribal Artifact — Soldier Equipment

Equipped creature has "Whenever this creature attacks or blocks, it gets +1/+1 until end of turn for each attacking creature."

Whenever a Soldier creature comes into play, you may attach Veteran's Armaments to it.

Equip 2

Alan Pollack
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Murmuring Bosc



Land — Forest

(♣: Add ♣ to your mana pool.)

As Murmuring Bosc comes into play, you may reveal a Treefolk card from your hand. If you don't, Murmuring Bosc comes into play tapped.

♣: Add ♣ or ♂ to your mana pool.

Murmuring Bosc deals 1 damage to you.

John Avon
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Mutavault



Land

♣: Add 1 to your mana pool.

1: Mutavault becomes a 2/2 creature with all creature types until end of turn. It's still a land.

Some changelings born at Vélis Vél never return, but their essence never leaves.

Mark Fields
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Primal Beyond



Land

As Primal Beyond comes into play, you may reveal an Elemental card from your hand. If you don't, Primal Beyond comes into play tapped.

♣: Add 1 to your mana pool.

♣: Add one mana of any color to your mana pool. Spend this mana only to play Elemental spells or activated abilities of Elementals.

Mark Feldin
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Rustic Clachan



Land

As Rustic Clachan comes into play, you may reveal a Kithkin card from your hand. If you don't, Rustic Clachan comes into play tapped.

♣: Add ♣ to your mana pool.

Reinforce 1 — 1♣ (1♣, Discard this card; Put a +1/+1 counter on target creature.)

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Morningtide™

Card Checklist

WHITE

- ☐ 1 C Ballyrush Banneret
- ☐ 2 R Battletide Alchemist
- ☐ 3 C Burrenton Bombardier
- ☐ 4 C Burrenton Shield-Bearers
- ☐ 5 U Cenn's Tactician
- ☐ 6 C Changeling Sentinel
- ☐ 7 C Coordinated Barrage
- ☐ 8 U Daily Regimen
- ☐ 9 R Feudkiller's Verdict
- ☐ 10 C Forfend
- ☐ 11 U Graceful Reprieve
- ☐ 12 R Idyllic Tutor
- ☐ 13 R Indomitable Ancients
- ☐ 14 R Kinsbaile Borderguard
- ☐ 15 R Kinsbaile Cavalier
- ☐ 16 C Kithkin Zephyrnaut
- ☐ 17 U Meadowboon
- ☐ 18 C Mosquito Guard
- ☐ 19 C Order of the Golden Cricket
- ☐ 20 R Preeminent Captain
- ☐ 21 U Redeem the Lost
- ☐ 22 R Reveilark
- ☐ 23 C Shinewend
- ☐ 24 R Stonechewer Giant
- ☐ 25 C Stonybrook Schoolmaster
- ☐ 26 U Swell of Courage
- ☐ 27 U Wandering Graybeard
- ☐ 28 C Weight of Conscience

BLUE

- ☐ 29 R Declaration of Naught
- ☐ 30 C Dewdrop Spy
- ☐ 31 C Disperse
- ☐ 32 C Distant Melody
- ☐ 33 C Fencer Clique
- ☐ 34 C Floodchaser
- ☐ 35 R Grimoire Thief
- ☐ 36 C Ink Dissolver
- ☐ 37 U Inspired Sprite
- ☐ 38 R Knowledge Exploitation
- ☐ 39 C Latchkey Faerie
- ☐ 40 C Merrow Witsniper
- ☐ 41 R Mind Spring
- ☐ 42 C Mothdust Changeling
- ☐ 43 C Negate
- ☐ 44 U Nevermaker
- ☐ 45 R Notorious Throng
- ☐ 46 U Research the Deep
- ☐ 47 U Sage of Fables
- ☐ 48 U Sage's Dousing
- ☐ 49 R Sigil Tracer
- ☐ 50 R Slithermuse
- ☐ 51 C Stonybrook Banneret
- ☐ 52 C Stream of Unconsciousness
- ☐ 53 R Supreme Exemplar
- ☐ 54 U Thieves' Fortune
- ☐ 55 R Vendilion Clique
- ☐ 56 U Waterspout Weavers

BLACK

- ☐ 57 R Auntie's Snitch
- ☐ 58 R Bitterblossom
- ☐ 59 C Blightsoil Druid
- ☐ 60 R Earwig Squad
- ☐ 61 R Fendeeep Summoner
- ☐ 62 C Festercreep
- ☐ 63 C Final-Sting Faerie
- ☐ 64 C Frogtooser Banneret
- ☐ 65 R Maralen of the Mornsong
- ☐ 66 R Mind Shatter
- ☐ 67 C Moonglove Changeling
- ☐ 68 C Morsel Theft
- ☐ 69 U Nightshade Schemers
- ☐ 70 U Noggin Whack
- ☐ 71 U Offalshnout
- ☐ 72 U Oona's Blackguard
- ☐ 73 C Pack's Disdain
- ☐ 74 C Prickly Boggart
- ☐ 75 C Pulling Teeth
- ☐ 76 U Revive the Fallen
- ☐ 77 R Scarblade Elite
- ☐ 78 C Squeaking Pie Grubfellow
- ☐ 79 R Stenchskipper
- ☐ 80 U Stinkdrinker Bandit
- ☐ 81 C Violet Pall
- ☐ 82 U Warren Weiriding
- ☐ 83 C Weed-Pruner Poplar
- ☐ 84 R Weiriding Shaman

RED

- 85 R Boldwyr Heavyweights
- 86 U Boldwyr Intimidator
- 87 R Borderland Behemoth
- 88 C Brighthearth Banneret
- 89 R Countryside Crusher
- 90 C Fire Juggler
- 91 C Hostile Realm
- 92 C Kindled Fury
- 93 R Lightning Crafter
- 94 C Lunk Errant
- 95 C Mudbutton Clanger
- 96 U Pyroclast Consul
- 97 U Rage Forger
- 98 U Release the Ants
- 99 U Rivals' Duel
- 100 C Roar of the Crowd
- 101 C Seething Pathblazer
- 102 R Sensation Gorger
- 103 C Shard Volley
- 104 R Shared Animosity
- 105 U Spitebellows
- 106 C Stingmoggie
- 107 U Stomping Slabs
- 108 C Sunflare Shaman
- 109 R Taurean Mauler
- 110 R Titan's Revenge
- 111 R Vengeful Firebrand
- 112 C War-Spike Changeling

GREEN

- 113 C Ambassador Oak
- 114 C Bosk Banneret
- 115 U Bramblewood Paragon
- 116 R Chameleon Colossus
- 117 R Cream of the Crop
- 118 C Deglamer
- 119 C Earthbrawn
- 120 C Elvish Warrior
- 121 C Everbark Shaman
- 122 C Fertilid
- 123 C Game-Trail Changeling
- 124 R Gilt-Leaf Archdruid
- 125 R Greatbow Doyen
- 126 U Heritage Druid
- 127 U Hunting Triad
- 128 R Leaf-Crowned Elder
- 129 C Luminescent Rain
- 130 C Lys Alana Bowmaster
- 131 U Orchard Warden
- 132 R Reach of Branches
- 133 U Recross the Paths
- 134 C Reins of the Vinesteed
- 135 R Rhys the Exiled
- 136 R Scapeshift
- 137 R Unstoppable Ash
- 138 U Walker of the Grove
- 139 C Winnower Patrol
- 140 U Wolf-Skull Shaman

ARTIFACTS

- 141 U Cloak and Dagger
- 142 U Diviner's Wand
- 143 R Door of Destinies
- 144 U Obsidian Battle-Axe
- 145 U Thornbite Staff
- 146 U Veteran's Armaments

LANDS

- 147 R Murmuring Bosk
- 148 R Mutavault
- 149 R Primal Beyond
- 150 R Rustic Clachan

○ = Regular card

□ = Premium card

C = Common

U = Uncommon

R = Rare

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